Living Greyhawk

This Record Certifies that

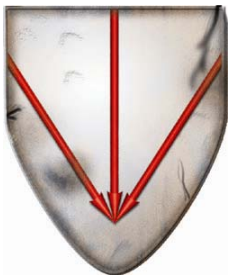
_____

Played by_____
Player RPGA #

Has Completed

YEO6-04 *Blood Shadows*

A Regional Adventure Set in the Yeomanry



Play Notes:
- ❑ *Gained a level*
- ❑ *Lost a level*
- ❑ *Ability Drained* _____
- ❑ *Died*
- ❑ *Was raised/res'd*
- ❑ *Was reincarnated*

_____
_____
_____
Home Region _____

Adventure Record#

596 CY ADVENTURE LEVEL OF PLAY *(CIRCLE ONE)*

Event: _____ **Date:** _____

DM: _____
Signature RPGA #

APL 6
max 900 xp; 900 gp

APL 8
max 1,125 xp; 1,300 gp

APL 10
max 1,350 xp; 2,300 gp

APL 12
max 1,575 xp; 3,300 gp

Cross out any game effects this character does not gain.

↗ **Disfavor of Farrier**: This PC has abused Farrier's trust. Farrier has banned this PC from the use of the Ramp. This PC must pay 1 additional TU for each of the next 4 Yeomanry adventures.

☛ **Favor of Farrier**: This PC has taken care of a problem for Farrier. The Yeoman engineer has spread the word; this favor counts as one generic Influence Point within Yeomanry.

☛ **The Lucky Charm**: This small bracer was given to you by a Yeoman maid. Although it looks plain and ordinary, the maid assured you it had brought her family good luck for years. The lacings to close the bracer are broken, and it has an unfamiliar design worked around the edges.

↗ **Strung Up!**: You were defeated by the Keoish raiders who left you hung upside down and stripped down to your smallclothes. As word of this ignominy spreads, you receive a -2 circumstance penalty to all Cha-based checks in the Yeomanry for one year from the date on this AR.

☛ **The Keewee Invaders!**: You defeated the Keoish raiders, helping former Free Captain of Battles Baldric. He returns the favor by sponsoring your further advancement in the military. Next time you are nominated for promotion in the Yeoman military, you may spend this favor to have him cast his vote on your behalf (meaning you need only one other military PC at the table to vote for you). You must still meet any other requirements for promotion. AR this favor used on: _____.

↗ **Foreign Entanglements**: This PC allowed Handish to be killed. If you are a member of the C07F or the military, you are immediately reduced to the lowest rank of the metaorganization. C07F members are barred from promotion for one year from the date on this AR; military members are permanently barred from promotion and may never apply for the Free Guard.

☛ **Foreign Entanglements**: This PC told Handish about the plot against his son. Handish thanks you by granting you access (Frequency Adventure) to purchase the following items from *Frostburn*: flask of whale grease, snowshoes, winter fullcloth, crampons, portable hut, sugliin, ritiik.

↗ **Banished!**: This non-Yeoman PC acted in an unsavory way and was caught. They have been banished from the Yeomanry. Should this PC play another Yeomanry adventure within 3 months of the date on this AR; there is a 50% chance of them being recognized. This drops to 25% within 6 months, 10% within 9 months, and 5% within 12 months. If the PC is in the Singleton area or encounters former Free Captain of Battles Baldric, this percentage is doubled. If recognized, this PC is immediately seized and placed in jail (costs 4 additional TUs), after which they are escorted out of the Yeomanry and the time clock restarts.

TU — *Starting TU*

1 or 2 TU — *TU Cost*

\- TU — *Added TU Costs*

TU REMAINING

XP — *Starting XP*

\- XP — *XP lost or spent*

XP — *Subtotal*

\+ XP — *XP Gained*

XP — *FINAL XP TOTAL*

ITEMS FOUND DURING THE ADVENTURE

*Cross off all items **NOT** found*

APL 6 (all of the following):
- ❖ *Oil of Greater Magic Weapon +2 (Adventure; Dungeon Master's Guide)*
- ❖ *Oil of Magic Vestment +2 (Adventure; Dungeon Master's Guide)*

APL 8 (all of APL 6 plus the following):
- ❖ *Oil of Greater Magic Weapon +3 (Adventure; Dungeon Master's Guide)*
- ❖ *Oil of Magic Vestment +3 (Adventure; Dungeon Master's Guide)*
- ❖ *Ring of Feather Falling (Adventure; Dungeon Master's Guide)*

APL 10 (all of APLs 6, 8 plus the following):
- ❖ *Oil of Greater Magic Weapon +4 (Adventure; Dungeon Master's Guide)*
- ❖ *Oil of Magic Vestment +4 (Adventure; Dungeon Master's Guide)*
- ❖ *Pearl of Power, 1st Level Spell (Adventure; Dungeon Master's Guide)*
- ❖ *Potion of Resist Energy (Acid) 30 (Adventure; Dungeon Master's Guide)*
- ❖ *Ring of Counterspells (Adventure; Dungeon Master's Guide)*

APL 12 (all of APLs 6, 8, 10 plus the following):
- ❖ *+1 Ki Focus Shortspear (Adventure; Dungeon Master's Guide)*
- ❖ *+2 Half-Plate (Adventure; Dungeon Master's Guide)*
- ❖ *Oil of Greater Magic Weapon +5 (Adventure; Dungeon Master's Guide)*
- ❖ *Oil of Magic Vestment +5 (Adventure; Dungeon Master's Guide)*
- ❖ *Ring of Protection +2 (Adventure; Dungeon Master's Guide)*

Lifestyle
- ❑ *None*
- ❑ *Standard (12 gp x TU)*
- ❑ *Rich (50 gp x TU)*
- ❑ *Luxury (100 gp x TU)*

Lifestyle Cost

Other Coin Spent

Total Coin Spent

Items Sold

Total Value of Sold Items

Add ½ this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value

GP — *Starting GP*

\- GP — *GP Spent*

GP — *Subtotal*

\+ GP — *GP Gained*

GP — *Subtotal*

\+ GP — *GP Gained*

GP — *Subtotal*

\- GP — *GP Spent*

GP — *FINAL GP TOTAL*